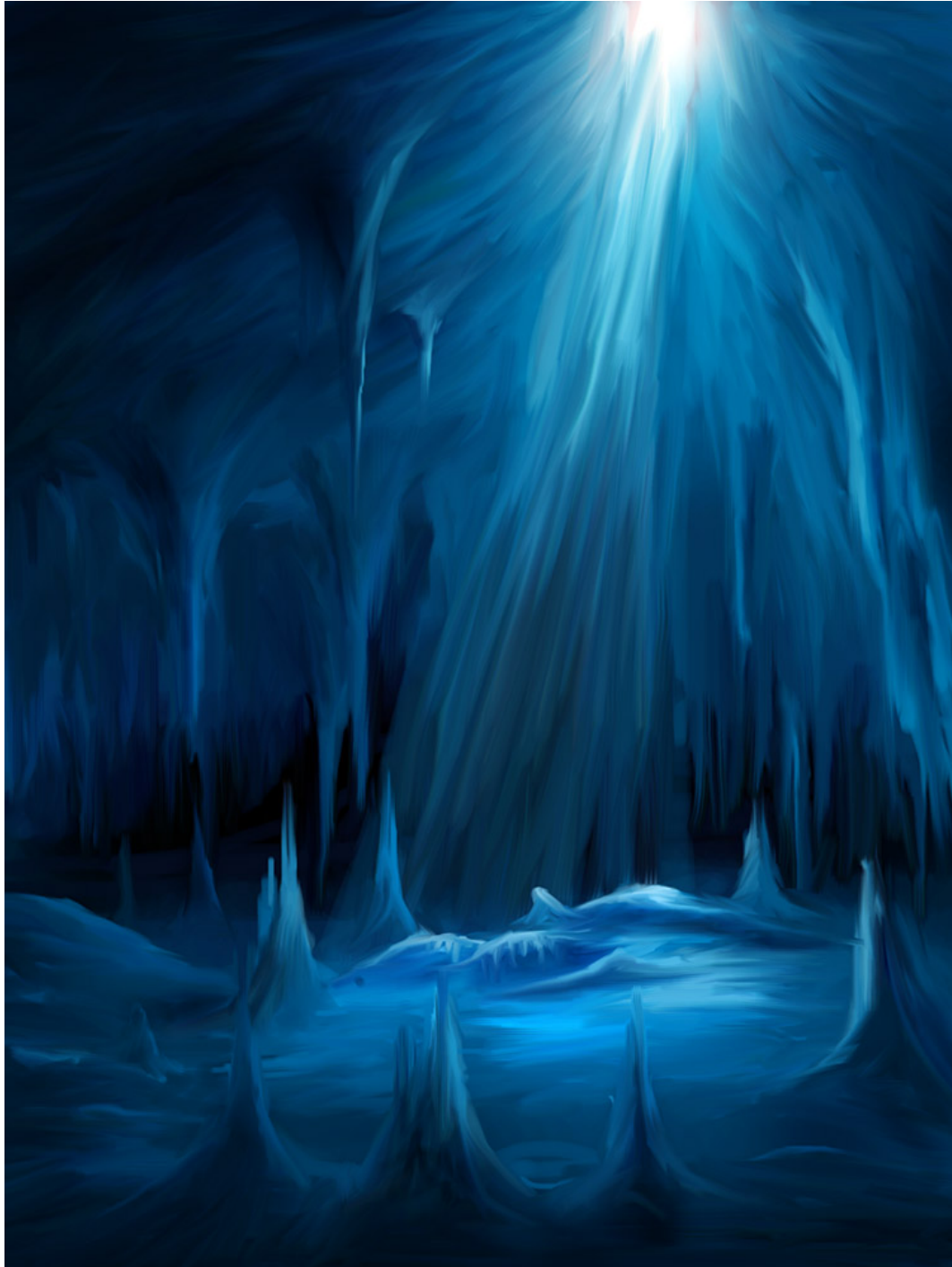


Metrosynth: Illustrations

Style: digital watercolor paintings. There is a lot of implied detail with minimal brush strokes, reminiscent of rorschach. I would like it to seem as if these pictures exist within ink blots, e.g. the edges are arbitrary and black-bordered.

Color scheme: the environments are all snow, ice, and gray/black stone and figures are silver. Blue is the general shade of everything. The only exceptional colors are for specific characters' "eye-lights" but in the current plan of 2 illustrations I only need the blue eye-lights as well..

Example: The color on this one is a bit too bright (story takes place at night so imagine silvery moonlight shining through) but I love the brush stroke style.



Example: Good color in this one, also a bit too bright but the light emanating from the back of the cave is very beautiful:

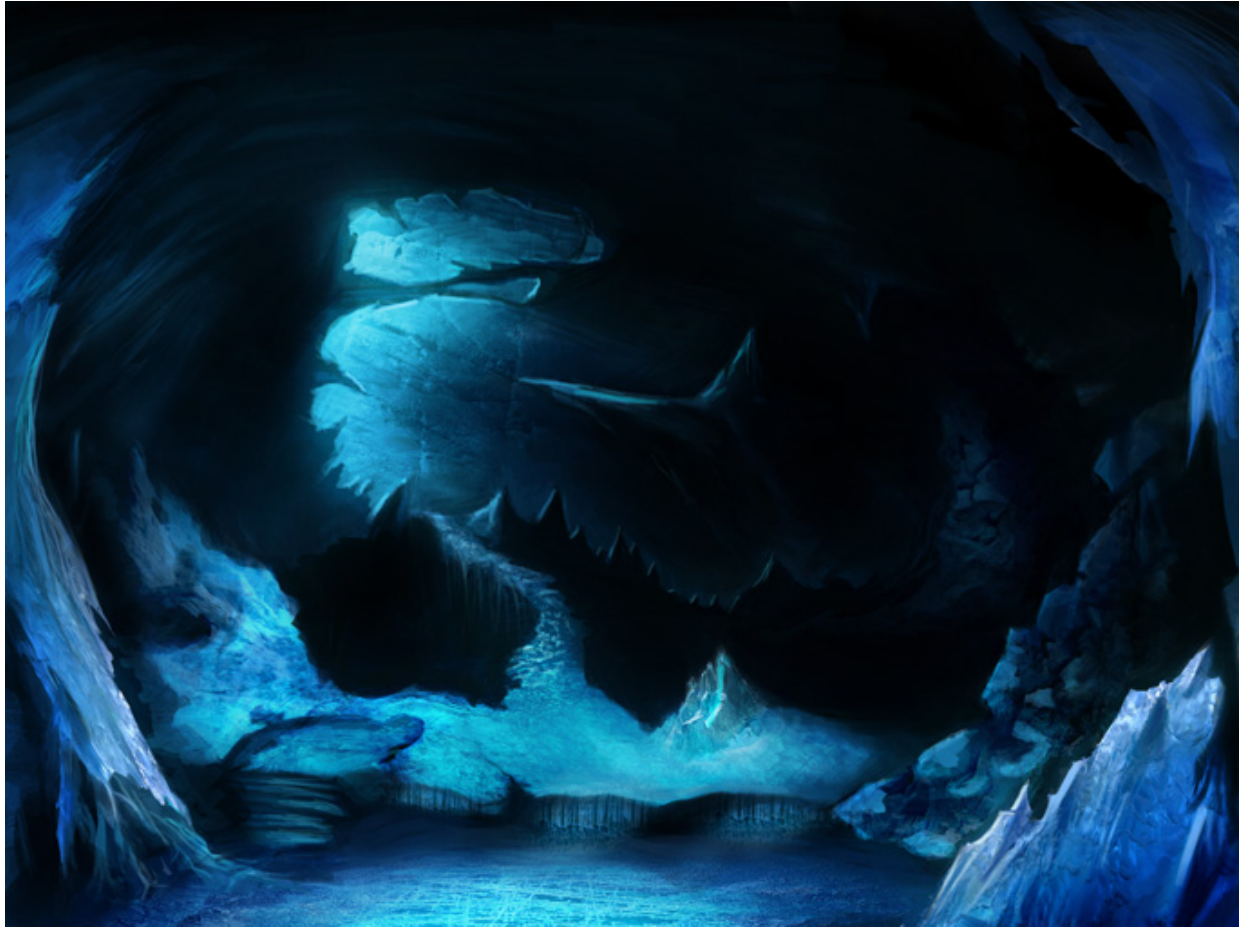


Illustration #1: *Rimaye: The Chasm City* (cover)

This place is in a widened chasm within a glacier. There is a narrow crevasses at the top that widens out to a floor that has been made flat around two spires. Stalactites hang down from this roof. The two towers are equal in height and have eight sides, they are not square. There are a handful of bridges that run straight between them and also the cavern walls; these are flat on a top but arched underneath.

The perspective of this DeviantArt is perfect, but rather than a mountain, imagine two subterranean towers:



Illustration #2: Synth in a hallway (back cover / supplemental)



The synths are the characters in the book. These are beings made of metal with solid limbs connected by smaller, softer chainmail-like joints. Their finger casings (they have 1 thumb and 3 fingers per hand) overlap slightly so the “microfiber chainmail” is not as apparent. Their feet are solid pieces below the ankle; no individual toes. They are the size of smaller people, about 5’, and are slim and lean with almond-shaped heads that are made of 8

planes (not sure if this works -- at least 8 sides when looking head-on) on each side. They have four fingers. The biggest detail is their face which has two semi-rectangular eye-lights and a grate where the mouth would be; other than that their faces are smooth.

The hallways are all “coffin-shaped” except they two have eight planes to form the passage instead of 6 (as a normal coffin does). In my crappy example to the left you’ll see the hallway shape, which I want to make much more coffin-shaped (e.g. wider at the top and narrower at the bottom with a long slant). The synth head shows that they have holes where a mouth would be, but this could be a grate, it shouldn’t matter because I don’t want the level of detail to reveal *finely*-grained details like tiny holes!

To the right is a nice example of the perspective I want to show of the hallway but with a synth walking “towards the camera” or close to the camera so you can only see part of them, just as long as the face and eyes are visible -- eye lights should be blue. The end of the hallway should fade out into a foggy blizzard.

